

Application No. 10/791,317
Attorney Docket No.: 03-019

SPECIFICATION AMENDMENTS

Please **REPLACE** the paragraph that begins at **page 2, line 31** with the following paragraph:

Basic Game: A game associated with a handle pull. *cf.* ~~*Ef.*~~ meta-game.

Please **REPLACE** the paragraph that begins at **page 3, line 1** with the following paragraph:

Bonus Payout: A payout awarded in a meta-game. *cf.* ~~*Ef.*~~ payout.

Please **REPLACE** the paragraph that begins at **page 4, line 15** with the following paragraph:

Meta-Game: A game associated with a game session, as opposed to a specific, isolated handle pull. Meta-games typically involve the aggregation of collected symbols. *cf.* ~~*Ef.*~~ basic game.

Please **REPLACE** the paragraph that begins at **page 4, line 30** with the following paragraph:

Payout: The prize, reward or winnings associated with a certain outcome in a basic game. *cf.* ~~*Ef.*~~ bonus payout.

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Please **REPLACE** the paragraph that begins at page 6, line 7 with the following paragraph:

In one embodiment, an outcome is determined randomly, and a determination is made based on stored rules as to where to display the outcome in a display matrix with reference to a previously displayed outcome. In an example of such an embodiment, a popcorn-themed game is contemplated in which a popcorn icon is communicated to a player via a display device. An outcome is randomly determined and a determination is made as to whether the outcome qualifies the player for a payout. The popcorn icon incorporates a symbol representing the outcome, such as a cherry symbol, or is visually replaced by or transformed into a symbol. The gaming device and/or controller then determines where in a display matrix to place the symbol based on stored rules that consider the position of at least one previously placed symbol in the display matrix. For example, stored rules may dictate that: (1) subsequently generated symbols cannot replace previously generated symbols in a display matrix, and (2) unless occupied by other previously generated symbols, symbols should be placed in the row position closest to similar, previously-generated symbols in the display matrix (e.g., cherry symbols should be placed as close as possible to other cherry symbols, and in the same row of the matrix). Once a visual position is determined for the symbol, the symbol is visually transferred to the determined position in the display matrix. For example, once a popcorn icon is transformed into a cherry symbol, the cherry symbol is then visually moved to the determined area on a game display. Thus, the combined effect of the accumulated outcomes may be used to determine a player's eligibility for a bonus payout. For example, if three cherries are collected in the same row of a display matrix, a bonus payout may result.

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Please **REPLACE** the paragraph that begins at **page 7, line 4** with the following paragraph:

In an example of such an embodiment, an outcome such as “cherry-bar-plum” is determined from the results of a random number generator. The outcome may then be divided into components comprising one cherry symbol, one bar symbol and one plum symbol. The three symbols may then be communicated to the player in a manner that conceals the previously-determined relative positions of the individual component outcomes. For example, a first popcorn icon may be communicated to the player via a display device (e.g., a second display device separate from a display device where, e.g., reel symbols are typically generated). The first popcorn icon may then be visually replaced by, transformed into or otherwise communicated along with a symbol representing one of the three components of the outcome, such as the bar symbol. The bar symbol would then visually move to an area on the game display which represents the middle (or second) position in the three part outcome. Then, a second popcorn icon may be communicated to the player via a game screen. The second popcorn icon may then be visually replaced by, transformed into or otherwise communicated along with a symbol representing one of the two remaining outcomes (i.e., cherry or plum). A resulting cherry symbol would then visually move to an area on the game display that represents the first position in the three-part outcome. A third popcorn icon would then reveal or accompany the remaining plum symbol and be placed in the third position in the three-part outcome. Thus, in the third embodiment, although an outcome comprised of several symbols is determined initially, the outcome is slowly made apparent to the player as it is visually revealed from the individual components. Such an embodiment would, among other things, function to increase the anticipation felt by players as they await the resolution of an outcome.

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Please **REPLACE** the paragraph that begins at **page 12, line 9** with the following paragraph:

The display device may comprise, for example, one or more display areas. For example, one of the display areas (e.g., a primary game screen) may display outcomes of games played on the gaming device (e.g., electronic reels of a gaming device). Another of the display areas (e.g. a secondary game screen) may display rules for playing a game of the gaming device. Yet another of the display areas may display the benefits obtainable by playing a game of the gaming device (e.g., in the form of a payout table). In one or more embodiments, the gaming device may include more than one display device, one or more other output devices, or a combination thereof (e.g., two display devices and two audio speakers).

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Please **REPLACE** the paragraph that begins at **page 12, line 18** with the following paragraph:

The processor may also be in communication with an input device 250, which is a device that is capable of receiving an input (e.g., from a player or another device) and which may be a component of gaming device. An input device may communicate with or be part of another device (e.g., a server, a gaming device, etc.). Some examples of input devices include: a bar-code scanner, a magnetic stripe reader, a computer keyboard or keypad, a button, a handle, a keypad, a touch-screen, a microphone, an infrared sensor, a voice recognition module, a coin or bill acceptor, a sonic ranger, a computer port, a video camera, a motion detector, a digital camera, a network card, a universal serial bus (USB) port, a GPS receiver, a radio frequency identification (RFID) receiver, an RF receiver, a thermometer, a pressure sensor, an infrared port (e.g., for receiving communications from a second gaming device or from a another device such as a smart card or PDA of a player), and a weight scale. For gaming devices, common input devices include a button or touch screen on a video poker machine, a lever or handle connected to the gaming device, a magnetic stripe reader to read a player tracking card inserted into a gaming device, a touch screen for input of player selections during game play, and a coin and bill acceptor 260.

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Please **REPLACE** the paragraph that begins at **page 13, line 30** with the following paragraph:

The memory stores a program²⁷⁵ for controlling the processor. The processor performs instructions of the program, and thereby operates as disclosed herein, and particularly in accordance with the methods described in detail herein. The program may be stored in a compressed, uncompiled and/or encrypted format. The program furthermore includes program elements that may be necessary, such as an operating system, a database management system and "device drivers" for allowing the processor to interface with computer peripheral devices. Appropriate program elements are known to those skilled in the art, and need not be described in detail herein.

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Please **REPLACE** the paragraph that begins at page 19, line 27 with the following paragraph:

A game that may be initiated may constitute a basic game and/or a meta-game. Further, a player may purchase a single handle pull or a prepaid session. Thus, a player may initiate play of a basic game and a meta-game through the purchase of a single handle pull, in which case additional symbols for use in the meta-game could be collected through the purchase of additional handle pulls. Or, a player may initiate play of both a basic game and a meta-game through the purchase of a prepaid session, in which case individual outcomes may yield payouts, and aggregated symbols may be collected (through placement of such symbols in a display matrix) throughout the session and be used to determine bonus payout eligibility. Further, a player may initiate play of a meta-game through the purchase of a prepaid session, in which case a basic game may not be simultaneously initiated (i.e., only a bonus payout can be awarded through a combination of aggregated symbols).

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Please **REPLACE** the paragraph that begins at **page 21, line 3** with the following paragraph:

Symbols corresponding to the outcomes are determined. As described herein, outcomes may be associated with (i) individual symbols that independently can be used to determine payout eligibility (e.g., a single cherry symbol outcome yields a payout), and/or (ii) a plurality of individual symbols that are used to determine payout or bonus payout eligibility (e.g., a cherry-cherry-cherry outcome in a basic slot machine game, or the aggregation of 3 cherries in a meta-game). For example, in various embodiments described herein, a single outcome may correspond to a single symbol. In another embodiment, a single outcome may correspond to multiple symbols.

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Please **REPLACE** the paragraph that begins at **page 23, line 24** with the following paragraph:

In some embodiments, a scrolling matrix may be employed, and may optionally be communicated to the player as a "conveyor belt". A scrolling matrix would function to institute a time limit associated with accumulated outcomes, such that if a given row of a matrix is not filled by the necessary complementary symbols by the time the row disappears from the screen, the player would lose any accumulated symbols in that row. The expiration of aggregated symbols in a meta-game is explained in detail in Applicant's (I) U.S. Patent Application Serial Number 10/772,837 ~~[NOT YET ASSIGNED]~~ (Attorney Docket No. 03-008), entitled "Electronic Amusement Device and Method for Enhanced Slot Machine Play", filed February 5, 2004, (II) U.S. Patent Application Serial Number 10/778,576 ~~[NOT YET ASSIGNED]~~ (Attorney Docket No. 03-008A), entitled "METHOD AND APPARATUS FOR ENHANCED PLAY OF A GAMING DEVICE", filed February 13, 2004, and (III) co-pending U.S. Patent Application Serial Number 09/716,918, entitled "Electronic Amusement Device and Method for Enhanced Slot Machine Play", filed November 20, 2000, which is a continuation in part of U.S. Patent Application Serial Number 09/164473, entitled "Electronic Amusement Device and Method for Enhancing Slot Machine Play", filed October 1, 1998, and issued on March 20, 2001 as U.S. Patent No. 6,203,430. The entirety of each of the above applications and patents is incorporated herein by reference.

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Please **REPLACE** the paragraph that begins at **page 24, line 16** with the following paragraph:

In some embodiments, a peripheral device may be operatively connected to a gaming device that is configured to assist in the operation of functions related to basic games and/or meta-games. A peripheral device may include a processor that can communicate with a processor of a gaming device. Further, a peripheral device may have one or more output ~~devices~~ ~~deices~~, such as display screens, and one or more input devices, such as buttons. Examples of peripheral devices include (1) electronic apparatuses "retrofitted" to conventional gaming devices so that inventive processes disclosed herein may be realized through game play at such gaming devices, (2) Personal Digital Assistants (PDAs) such as those manufactured by Palm, Inc., (3) lap top computers, (4) cellular telephones, (5) pagers, or (6) any combination thereof.